

**FREE ISSUE**

**PREVIEW** NINTENDO SWITCH SPORTS

**REVIEW** HORIZON FORBIDDEN WEST



ISSUE 83 APRIL 2022

# Walmart **Gamecenter**™

THE LATEST NEWS, REVIEWS, PREVIEWS, AND PLAYING TIPS INSIDE!



# STAR WARS™

THE SKYWALKER SAGA





# STAR WARS™

THE SKYWALKER SAGA

AVAILABLE  
APRIL 5, 2022



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# Five Nights at Freddy's



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# welcome

FROM THE EDITORS



## MUTUALLY INCLUSIVE

As we were assembling this issue, two massive gaming stories broke. First, Microsoft announced a deal to acquire Activision Blizzard, the massive publisher behind *Call of Duty*, *Overwatch*, *World of Warcraft*, and way too many more games to list. Then just a few days later, Sony revealed that it is buying Bungie, the original creators of *Halo* and current shepherds of the *Destiny* franchise.

That the biggest gaming companies are going on an acquisition spree is hardly surprising: We've seen nothing but purchases over the past few years. But what is shocking are the details that emerged in the days since the deals were announced. Sony confirmed that it won't make *Destiny* a PlayStation exclusive, and Microsoft said it plans to keep (at least) *Call of Duty* multiplatform as well—even after Activision's current deal with PlayStation runs out in a few years. In fact, Microsoft says it's even looking at bringing future *Call of Duty* games to Nintendo platforms, something that hasn't happened since the Wii U days.

For those of us who grew up gaming in the '90s and '00s, that news feels strange

enough to prompt a double take. In the heyday of the so-called console wars, companies were all about amassing as many exclusives as possible, sometimes even shelling out big bucks to ensure third-party studios—those not owned directly by the platform holders—launched their big games on a single system. A future in which first-party games might come to a console controlled by your biggest competitor seems downright bizarre.

Strictly speaking, though, this shift has been underway for a few years. After Microsoft acquired Mojang, it continued supporting *Minecraft* on existing platforms and brought the spin-off *Minecraft Dungeons* to PlayStation and Nintendo Switch. Last year, Sony released its first-party *MLB The Show* series on Xbox for the first time, and this year the baseball series arrives on Nintendo Switch. Clearly, the idea of exclusivity has been getting muddier for a while now. Perhaps we're in the middle of a broader realignment, where the shift to streaming and services means the three big gaming companies will no longer be tethered to the consoles they sell.

For now, however, exclusives are still alive and kicking, as you'll see later in this issue. We have previews of three games that will only launch on a single console: *Forspoken* on PlayStation 5, and *Advance Wars 1+2: Re-Boot Camp* and *Nintendo Switch Sports* on the Switch. But if you game on a last-gen console or Xbox, don't fret. Our cover game, *LEGO Star Wars: The Skywalker Saga*, is as multiplatform as it gets.

No matter what the future has in store for exclusives, one thing's for certain: We'll be here covering the news at *Walmart Gamecenter*, the magazine that keeps you at the center of all things gaming.

Josh Harmon and Mollie L Patterson  
**EDITORS**

Walmart  
**Gamecenter**  
april 2022

**PUBLISHER / EDITOR-IN-CHIEF**  
STEVE B. HARRIS

### EDITORIAL

**EDITORS**  
JOSH HARMON  
MOLLIE L PATTERSON  
**ASSOCIATE EDITOR**  
MICHAEL GOROFF  
**COPY EDITOR**  
ALEXANDRA HALL

### CONTRIBUTORS

PAUL SEMEL  
MARC CAMRON

**ART DIRECTION**  
MICHAEL HOBBS  
MICHAEL STASSUS

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## MICROSOFT TO PURCHASE ACTIVISION BLIZZARD, BUT CALL OF DUTY WILL STAY ON PLAYSTATION

Microsoft shocked the gaming industry when it announced that it was acquiring *Call of Duty*, *World of Warcraft*, and *Candy Crush* publisher Activision Blizzard for \$68.7 billion.

This acquisition is easily the biggest in gaming history, eclipsing Microsoft's \$7.5 billion acquisition of ZeniMax Media in 2020.

Predictably, the biggest question coming out of the acquisition—other than whether the U.S. Federal Trade Commission (FTC) will approve the deal—is whether the publisher's biggest games would become Xbox exclusives.

Ahead of the FTC's antitrust review of the acquisition, Microsoft president and vice chairman Brad Smith announced that "Microsoft will continue to make *Call of Duty* and other popular Activision Blizzard titles available on PlayStation through the term of any existing agreement with Activision." Smith also stated that Microsoft has "com-

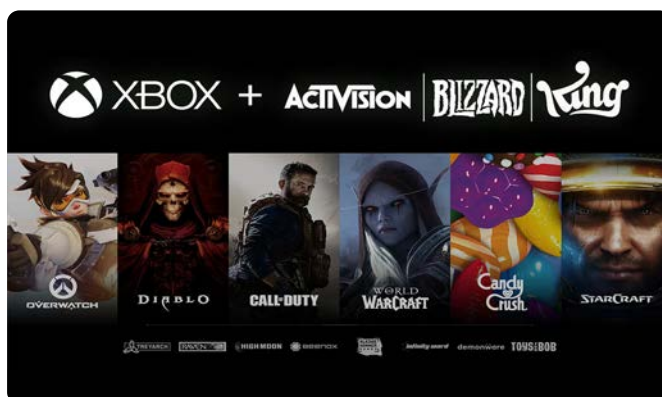
mitted to Sony that we will also make them available on PlayStation beyond the existing agreement and into the future" and that it's "interested in taking similar steps to support Nintendo's successful platform."

There's no reason to doubt Microsoft's intentions on keeping Activision Blizzard's most popular franchises multiplatform, considering that it's done the same with properties like *Minecraft* and *Deathloop* after acquiring those games' publishers. But why would Microsoft spend so much money on Activision Blizzard if it wasn't going to make its wildly popular franchises exclusive to Xbox platforms?

The most obvious answer is that Microsoft wants to continue to bolster its Game Pass library. The service recently reached the 25-million subscriber milestone and the Activision Blizzard acquisition "will make

Game Pass one of the most compelling and diverse lineups of gaming content in the industry," Microsoft stated in a press release. The announcement also boasted that Microsoft will now have 30 internal game development studios.

Still, Game Pass on console and PC is only one piece of the puzzle, and Microsoft has its sights set on the mobile gaming industry. According to the announcement, "nearly 95 percent of all players globally [are] enjoying games on mobile." That figure includes players of games like *Candy Crush*



and *Call of Duty Mobile*, which are billion-dollar titles on their own.

To check out all of the great games Activision Blizzard currently has to offer no matter which platform you game on, or to pick up a Game Pass subscription card, visit Walmart.com or stop by your local Walmart store.

### \$1 Billion

Revenue Ubisoft has earned from *Assassin's Creed Valhalla*, making it the most successful game in the series to date

### 00:06:27

Record-breaking new *Mario 64* completion time set by speedrunner Kanno

### 24 Years, 9 Months, 13 Days

Amount of time between the original release of *Devil Summoner: Soul Hackers* and its upcoming sequel

### 1,222

Number of pieces in the LEGO *Horizon Forbidden West* Tallneck set

### 2,315

Number of possible answers in hit word-puzzle game *Wordle*



# HOW DIGITAL DOWNLOAD WORKS

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## 2. Purchase

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## 4. Redeem

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ENTER CODE





Walmart\*  
release  
calendar

APR

5 **LEGO STAR WARS: THE SKYWALKER SAGA**  
WARNER BROS. / XBOX SERIES X/S, PS5,  
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AUG

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DEEP SILVER / XBOX SERIES X/S, PS5, XBOX  
ONE, PS4, PC26 **SOUL HACKERS 2**  
ATLUS / XBOX SERIES X/S, PS5, XBOX ONE,  
PS4, PCACTIVISION CONFIRMS KEY DETAILS ABOUT  
NEXT CALL OF DUTY, NEW WARZONE

While full reveals aren't to come just yet, Activision has released key details about what we can expect from the next batch of *Call of Duty* games.

First up is this year's new chapter in the mainline series, which we now know will be a sequel to 2019's *Modern Warfare*.



And, along with it, we'll be getting a "new *Warzone* experience."

Both the *Modern Warfare* sequel and new *Warzone* are being "designed together from the ground-up" according to Activision, and both are being developed by Infinity Ward using a new game engine.

As well, for *Warzone*, fans should "expect a massive evolution of Battle Royale with all-new playspace and a new sandbox mode."

To help ease the wait for the next generation of *Call of Duty*, hit the battlefield in *Call of Duty: Vanguard* by picking up a copy at your local Walmart store or on Walmart.com.

CAPCOM BRINGING FANS THE FUTURE,  
PAST OF FIGHTING GAMES

As the Capcom Pro Tour 2021 season came to a close, Capcom surprised its fans with the official reveal of *Street Fighter 6*.

While only a short teaser, we see series staple Ryu and newcomer Luke—the final DLC character from *Street Fighter V*—facing off. Both characters look far more realistic than we've seen them before, which may be thanks in part to *SF6* supposedly running on Capcom's RE Engine technology. Also, it seems we'll be getting fan-favorite bearded Ryu as a default this time around. Capcom promised that more

details for *Street Fighter 6* will be coming this summer.

In addition, the company also announced *Capcom Fighting Collection*, a new 10-game compilation featuring some games that have never come West—and one, *Red Earth*, that's never had a home release period. Even better, all of the included games will feature online play with rollback netcode.

*Capcom Fighting Collection* hits June 24th. To find out more about preordering a copy, or to pick up *Street Fighter V: Champion Edition*, visit Walmart.com or your local Walmart store.





## SONY WILL ACQUIRE DESTINY DEVELOPER BUNGIE FOR MORE THAN JUST GAMES

Hot on the heels of Microsoft's historic acquisition of Activision Blizzard, Sony and PlayStation announced a little acquisition of their own: *Destiny* developer and *Halo* creator Bungie.

While the deal might not have been as earth-shattering as Microsoft's \$68.7 billion purchase, Sony's \$3.6 billion acquisition of Bungie is still one of the biggest we're likely to see this year, and puts one of gaming's premiere live-service experiences in Sony's hands.

But, unlike with Sony's previous acquisitions of studios like Insomniac Games, Bungie's titles will not be exclusive to PlayStation platforms.

Bungie CEO Pete Parsons stated that it will "continue to independently publish and creatively develop our games." This includes not just ongoing content for *Destiny 2*, but Bungie's future releases, too.

So what does this deal have to offer PlayStation or Bungie? Well, PlayStation hopes to use Bungie for "expanding beyond our historic console heartland," CEO Jim Ryan told *GamesIndustry.biz*. Ryan stated that PlayStation has "an aggressive roadmap with live services" and that "the opportunity to work with, and particularly

learn from, the brilliant and talented people from Bungie... is going to considerably accelerate the journey we find ourselves in."

Sony CFO Hiroki Totoki later echoed these statements during an earnings call, stating that Sony plans to launch "more than 10" new live-service games by March 2026. Totoki continued that Sony intends to utilize the "expertise and technologies that Bungie has developed in the live-game

services space" to reach this goal.

On the other side of the table, Bungie has its sights set on more than just games. Parsons stated that the acquisition "begins [Bungie's] journey to

become a global multimedia entertainment company." Last year, Bungie announced an "extensive expansion" to its offices with plans to tell stories in the *Destiny* universe through "additional media," so it's clear that this was Bungie's goal all along.

Meanwhile, Totoki confirmed that Sony's thinking along the same lines. The acquisition is "not just for [the] gaming area, but the multi-using of IP and merchandising of IP—like a game title maybe put into movies," he said. "Bungie can leverage our platform so that their IP can flourish and grow big."

**Bungie CEO Pete Parsons stated that it will 'continue to independently publish and creatively develop our games.'**

## NINTENDO ANNOUNCES SHUTDOWN OF WII U, 3DS ESHOPS

While both the Nintendo Wii U and Nintendo 3DS have offered a wide array of gaming experiences for years now, in March 2023, the Nintendo eShops on both systems will be closing.

So, what does this mean? It means that while you'll still be able to re-download any games you've purchased digitally on either the Wii U or 3DS, once the shutdown occurs you'll no longer be able to buy new games.



There's another important date on that calendar to take note of as well: August 29th, 2022, the final day you'll be able to use Nintendo eShop Cards to add funds to your account on either platform.

If you'd like to pick up those digital games you're still missing, you can purchase Nintendo eShop Cards from your local Walmart location or on Walmart.com. All of the cards currently sold will work for either the Wii U or 3DS, and come in a wide range of denominations starting from \$5.



5 to play





1

\* BUY NOW

# GRAN TURISMO 7

PUBLISHER SONY INTERACTIVE ENTERTAINMENT / DEVELOPER POLYPHONY DIGITAL / PLATFORMS PS5, PS4 / RELEASE DATE 03.04.2022

Like the new installments of any racing game series, *Gran Turismo 7* has an array of new cars to drive and places to drive them. But, being *Gran Turismo*, the experience will be far more than just that. For starters, this year's model is bringing back the single-player mode "GT Simulation," which skipped 2017's *Gran Turismo Sport*. There are also new ways to play, such as "Gran Turismo Café," in which you're given objectives specific to the car you're driving, and "Music Rally," which is like a time trial mode, except with you racing against the beats of a song, not the clock. The PlayStation 5 edition takes advantage of that system's computing muscle and advanced controller by adding ray tracing for more realistic shadows and reflections, 3D spatial audio for more authentic car and racing sounds, shorter load times, and noticeable differences in the triggers for braking and acceleration that make them more representative of the car you're driving.

The PlayStation 5 edition takes advantage of that system's computing muscle and advanced controller.





2



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# KIRBY AND THE FORGOTTEN LAND

PUBLISHER NINTENDO / DEVELOPER HAL LABORATORY / PLATFORMS SWITCH / RELEASE DATE 03.25.2022

First Link got his own *Skyrim*; now Kirby is getting his own *Fallout 4*. Well, sort of. In *Kirby and the Forgotten Land*, our favorite piece of sentient bubblegum is going on an open-world, post-apocalyptic adventure. Playable solo or co-op, the game has the squishy little guy trying to help the local Waddle Dees, who are being kidnapped en masse by a group of evil animals called “The Beast Pack.” Good thing Kirby not only has all his usual skills, but also a new ability called “Mouthful Mode.” By massively stretching after swallowing bulky objects like cars, traffic cones, or vending machines whole, Kirby can unlock some powerful—and slightly disturbing—new abilities and transformations. But while Kirby can and will defend himself, *Forgotten Land* is really more of a *Mario*-esque 3D platforming game, with Kirby figuring out how to get around the ruined structures of a past civilization that have been reclaimed by nature.

While Kirby can and will defend himself, *Forgotten Land* is really more of a *Mario*-esque 3D platforming game.





△○×□  
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CONSOLE  
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\*Also available on PC. Not available on other consoles until at least 25/03/23.

# GHOSTWIRE

T O K Y O



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Language

Bethesda

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# TINY TINA'S WONDERLANDS

PUBLISHER 2K GAMES / DEVELOPER GEARBOX SOFTWARE / PLATFORMS XBOX SERIES X/S, PS5, XBOX ONE, PS4, PC / RELEASE DATE 03.25.22

"*Tiny Tina's Wonderlands* is a high-fantasy take on the looter shooter genre filled with whimsy, wonder, and high-powered weaponry! You can customize your own multiclass hero, shoot all kinds of guns, cast powerful spells, and slash away at outlandish monsters. *Wonderlands* takes our team's passion for classic tabletop games and channels it into something truly unique and wonderful. [It] isn't a tabletop game, but in some ways, playing *Wonderlands* should feel like you're sitting at a table with your friends, riffing on fantasy tropes together even as you enthusiastically hurl fireballs at skeletons. Our goal is to make *Tiny Tina's Wonderlands* accessible for all types of players, as well as welcoming for all types of people. We also want to create experiences that bring people together, which is why you can play through the entire campaign in four-player online co-op or local split-screen multiplayer. Whether you prefer a solo mission or questing with your besties, we welcome you to the *Wonderlands* for a fantastic adventure."

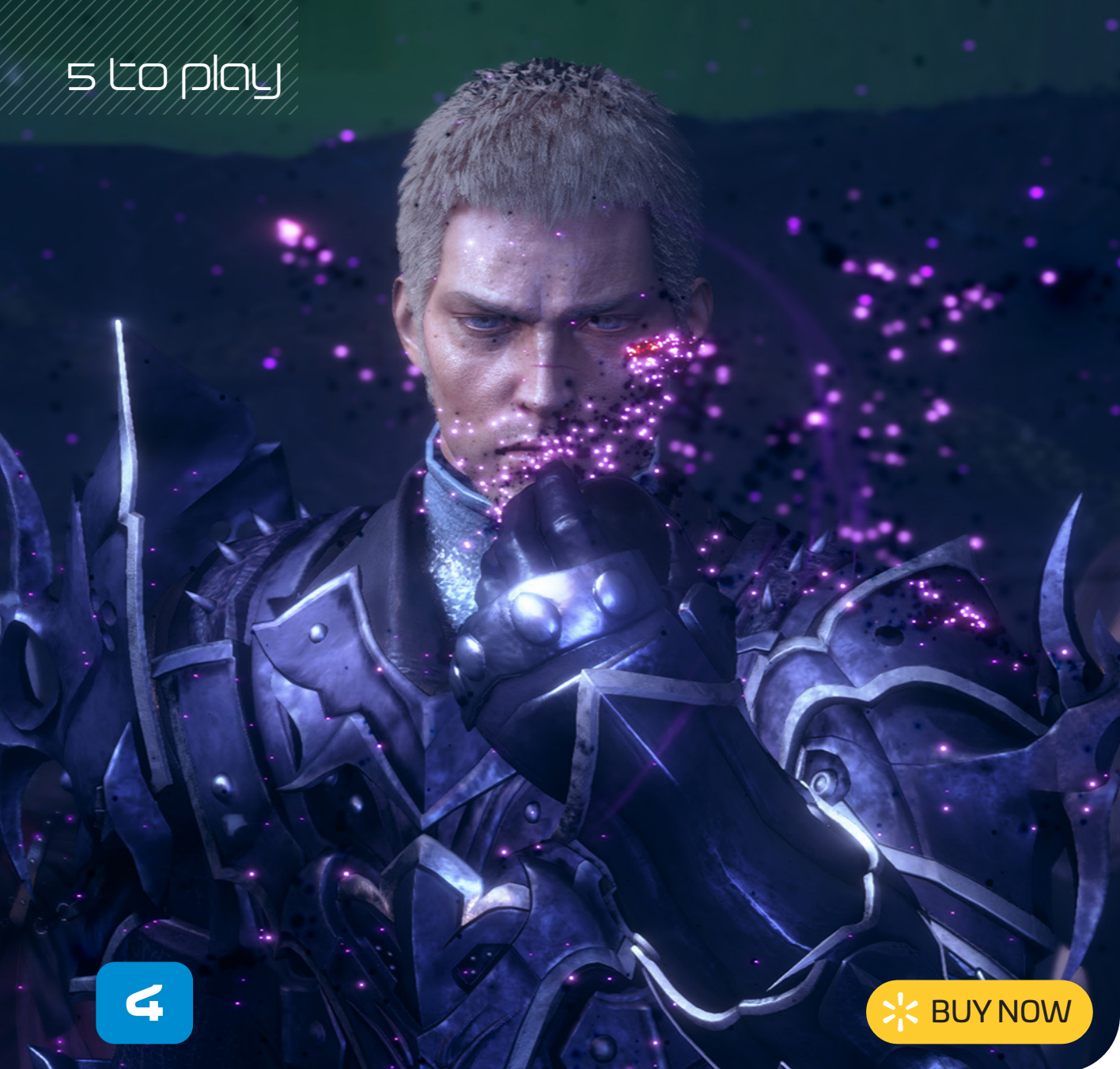
 **KAYLA BELMORE, SENIOR PRODUCER, GEARBOX**

**"Customize your own multiclass hero, shoot all kinds of guns, cast powerful spells, and slash away at outlandish monsters."**









4

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## STRANGER OF PARADISE FINAL FANTASY ORIGIN

PUBLISHER SQUARE ENIX / DEVELOPER TEAM NINJA / PLATFORMS XBOX SERIES X/S, PS5, XBOX ONE, PS4, PC / RELEASE DATE 03.18.22

"*Stranger of Paradise Final Fantasy Origin* features a storyline depicted from the antagonist's point of view, and in doing so helps to expand the lore and world of *Final Fantasy*. [It's] a strong complement to the mainline *Final Fantasy* titles, and I hope this and any future *Final Fantasy Origin* games we create serve as a sort of 'alternate' mainline series that can supplement the world lore of the official mainline titles, and vice versa. This game is often framed by players and media as a 'high-difficulty action game,' and those who aren't as skilled at action games may shy away from trying it out. However, [we've] balanced the strength of both enemies and allies to create a mode where you can focus on and enjoy the story. Players can of course enter a more demanding and challenging experience with [even more] difficult modes, so I hope this game can serve as an entry point for people who aren't as savvy with action games in which they can hone their skills."

JIN FUJIIWARA, PRODUCER, SQUARE ENIX

"I hope this game can serve as an entry point for people who aren't as savvy with action games in which they can hone their skills."



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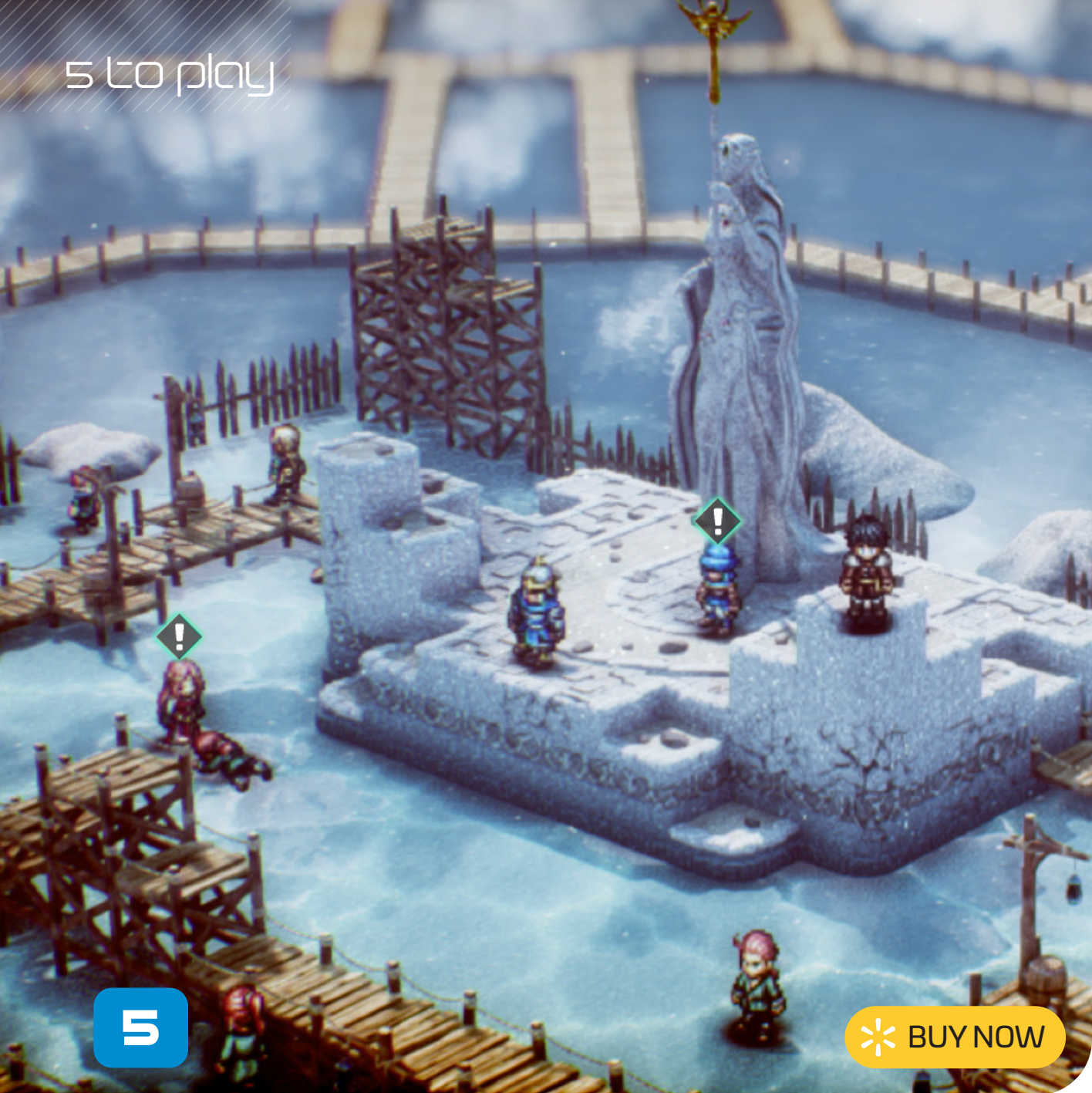
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5 to play



# TRIANGLE STRATEGY

PUBLISHER SQUARE ENIX / DEVELOPER SQUARE ENIX / PLATFORMS SWITCH / RELEASE DATE 03.04.2022

Chess Grandmaster Bobby Fischer once said “chess is like a war over the board,” which has us wondering how well he might’ve done in a game of *Triangle Strategy*, the new turn-based tactical role-playing game which, like chess, has you strategically positioning units on a grid-like field. Set during a war over salt and iron that’s being fought on three fronts, *Triangle Strategy* has you fighting on multi-tiered battlefields that not only require you to choose the right characters for a fight, but the right positions for them to take. There are also elemental attacks you can chain together by, say, using fire to melt ice and then using lightning to electrocute anyone standing in the water. Winning battles doesn’t just turn the tide of the war, but can also influence the outcome of the game’s larger story.

*Triangle Strategy* has you fighting on multi-tiered battlefields that not only require you to choose the right characters for a fight, but the right positions for them to take.





NINTENDO  
SWITCH.



# Kirby

and the  
Forgotten Land



Join the adorably mighty Kirby in an unforgettable 3D platforming adventure



Get a mouthful of real-world objects for all-new powerful transformations



Play solo or with a friend to uncover this mysterious world



Cartoon Violence

Game and systems sold separately.  
Nintendo Switch Lite plays all games that support handheld mode.  
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Nintendo





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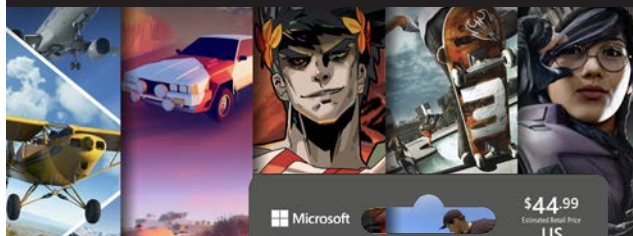
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\*Game catalog varies over time. See [xbox.com/gamepass](https://xbox.com/gamepass)



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## NINTENDO SWITCH - OLED MODEL

Meet the newest member of the Nintendo Switch family. The new system features a vibrant 7-inch OLED screen with vivid colors and sharp contrast. The Nintendo Switch – OLED Model also includes a wide adjustable stand for more comfortable viewing angles, a dock with a wired LAN port for TV mode (LAN cable sold separately), 64GB of internal storage, and enhanced audio in Handheld and Tabletop modes using the system's speakers.

\*There may be software where the game experience may differ due to the new capabilities of the system, such as the larger screen size.



## NINTENDO SWITCH™ - NEON BLUE/RED

Nintendo Switch is the hybrid home video game system from Nintendo. In addition to providing single and multiplayer thrills at home, the Nintendo Switch system can be taken on the go so players can enjoy a full home console experience anytime, anywhere. The mobility of a handheld is now added to the power of a home gaming system, with unprecedented new play styles brought to life by the two new Joy-Con controllers.



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# LEGO

# STAR WARS:

## THE SKYWALKER SAGA

THIS IS WHERE THE FUN BEGINS

BY JOSH HARMON



A long time ago in a galaxy far, far away, an intrepid band of adventurers embarked on a quest that would change everything.

Okay, that might be a slight exaggeration. It was only 17 years ago, and in England. But still, when the developers at TT Games released *LEGO Star Wars*, a lighthearted retelling of the *Star Wars* prequels infused with the imaginative whimsy of LEGO, they gave the world a memorable adventure that fans of all ages could enjoy.

Four sequels later, the team is capping the *LEGO Star Wars* franchise with its most ambitious entry ever: a game spanning the entire mainline *Star Wars* film saga, from *The Phantom Menace* to *The Rise of Skywalker*.

*LEGO Star Wars: The Skywalker Saga* may touch on many of the same events featured in previous games in the series, but it's not a remake or a remaster. Instead, it's an entirely original adaptation, using the same source material to deliver a wholly new gameplay experience.

"While we still follow the rules and overarching stories from each of the movies, we needed to find a way to not have to tread the same ground from previous *LEGO Star Wars* games," explained designer and level director Mike Consalvey.

To keep things fresh, the team reimagined just about every facet of gameplay, adding deeper combat, space exploration, a character progression system, a new third-person camera angle, and much, much more.

"With *LEGO Star Wars: The Skywalker Saga*, we acknowledge

## FACT FILE

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**DEVELOPER**  
TT GAMES  
**PLATFORMS**  
XBOX SERIES X/S, PS5,  
SWITCH, XBOX ONE,  
PS4, PC  
**RELEASE DATE**  
04.05.2022



“While we still follow the rules and overarching stories from each of the movies, we needed to find a way to not have to tread the same ground from previous *LEGO Star Wars* games.”

**MIKE CONSALVEY, DESIGNER AND LEVEL DIRECTOR**



the traditions of our LEGO games of the past while also shifting with the times,” Consalvey said, noting that today’s players, even younger ones, expect more depth and variety from the games they play. “We felt it necessary to apply some of the traditional LEGO game design ideas, which is nostalgic for older generations, and also feature new ideas to bring in a brand-new generation of players with their expectations and playstyles in mind.”

One of the upgrades you’re likely to notice almost immediately is the

■ Tatooine has never looked better thanks to *LEGO Star Wars: The Skywalker Saga*’s upgraded worlds.







overhauled visual style. While previous LEGO games frequently used worlds made entirely out of LEGO bricks or matched those blocky environments with cartoonish visuals, *The Skywalker Saga* takes a radically different approach. While characters, creatures, vehicles, and some structures still have the classic LEGO construction, they exist in high-fidelity environments that would look at home in the most cutting-edge, big-budget game.

"Our very first ideas revolved around making a game based on the nine main movies, and we wanted to faithfully recreate these worlds in as much detail as possible," said the

game's art director, Josh Pickering Pick. "However, this is not a *Star Wars* universe exactly as we see in the movies, as it is inhabited by minifigs, big-figs and a whole range of LEGO creatures, some of which don't exist as physical models."

The combination of the two styles is truly striking, and Pick noted that a great deal of effort went into making the two coexist in a grounded and convincing way. "Characters attract snow, sand, and dirt as they explore on foot. Prints left on the ground are more detailed than we have achieved before, and LEGO bricks are embedded everywhere in the world," he said.





"The lightsaber combat now has more of an in-depth combo and blocking system, rewarding players for chaining their button combinations." **MIKE CONSALVEY, DESIGNER AND LEVEL DIRECTOR**

Equally important to immersing *Star Wars* players in the fantasy of the films, of course, is the gameplay. Whether you're controlling a Force user or a blaster-wielding Scoundrel, you can expect plenty of improvements.

"The lightsaber combat now has more of an in-depth combo and blocking system, rewarding players for chaining their button combinations to perform critical damage against the enemies instead of simple button mashing. For blaster battles, the player will feel more part of the fight than ever by allowing them the freedom to aim their attacks for more precision," Consalvey said.

You'll also notice plenty of improvements when you're in the cockpit of any of the iconic starships included in *The Skywalker Saga*, namely in the form of more open-ended gameplay opportunities. "Every planet has what's known as a local space, where the player will discover additional things to do such as quests, space races, or collect extra kyber bricks by destroying kyber comets seen flying through space," Consalvey explained. "Not only that, but the player may find themselves swept into a random encounter with a capital ship and take part in a space battle between warring factions, allowing the player

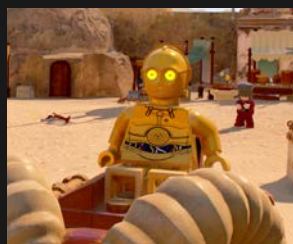
■ We're just going to throw it out there: *LEGO Star Wars: The Book of Boba Fett*.



## HELLO THERE

With over 300 playable characters from across the films, *LEGO Star Wars: The Skywalker Saga* might just have the biggest roster of any game in history. Of course, that staggering number is also going to make it difficult to choose your favorites. That's why we asked Neil Crofts, head of characters on the game, to share a few of his personal picks and what makes them special.

### C-3PO



"Because he can split into two for puzzles, but also if you split in combat you can punch the enemy while your sentient legs kick them."

### RANCOR

"The biggest playable character!"

### GENERAL GRIEVOUS

"[He's] armed to the teeth with four lightsabers, a blaster, and can throw thermal detonators!"

### FIRST ORDER JET TROOPER

"Jetpack and unlimited rockets!"

### CHEWBACCA



"[He] can rip off minifig characters' arms like in the original *LEGO Star Wars* games."



## I LOVE DEMOCRACY

One of the most striking things about *LEGO Star Wars: The Skywalker Saga* is just how open-ended it is. “The word ‘freedom’ is one of the core pillars to the entire project,” explained Mike Consalvey, designer and level director. “To grant the player choices on how they want to play was crucial to the overall design and scope of the game.”

You’ll get your first taste of that freedom right when you boot it up. As you’re starting out, you can choose the order you’d like to experience the events of the franchise, with the first chapter of every trilogy unlocked from the start. That means you can go in chronological order, release order, or hop around between trilogies as you unlock new episodes.

But that’s just the start. You’ll also find a surprising amount of choice *within* each trilogy. There are multiple ways to accomplish some objectives during story missions, and you can take a break from progressing the saga to explore the planets you unlock, with collectibles to find and side missions to tackle. And, of course, being able to swap between the game’s huge roster of playable characters opens up even more opportunities.

“Granting that freedom to players allows everyone to experience their journey through the galaxy differently. Kids can talk to their friends on how they played through the levels and the different choices they made, so it adds a lot more replay value to discover everything the game has to offer,” Consalvey said. “There are a lot of *Star Wars* fans and LEGO game fans alike, and we think we’ve done a great job [of making] sure that there is something for everybody in a meaningful way.”



“We wanted this game to be the ultimate celebration of the Skywalker Saga and wished to honor the lore that made it so special.”

**NEIL CROFTS, HEAD OF CHARACTERS**

to make a choice on who to side with by destroying the chosen starships.”

Of course, it wouldn’t be a *LEGO Star Wars* game without a massive set of playable characters, so going big there was also a priority for TT Games. “We wanted this game to be the ultimate celebration of the Skywalker Saga and wished to honor the lore that made it so special,” said head of characters Neil Crofts.

To build out the roster, the team started with characters who were integral to the story, and then added in those who fit the core gameplay fea-

tures. At that point, the team worked to include suggestions from developers and fan favorites from previous *LEGO Star Wars* games (like Wilrow Hood, the so-called “ice cream guy” from *The Empire Strikes Back*). “We often came into deeper conversation on ‘incomplete’ character designs. Since characters come in pairs, we realized we can’t have Doctor Cornelius Evazan without Ponda Baba, nor can you really have Jabba the Hutt without Salacious Crumb. Hence we now have over 300 characters in the game,” Crofts said.

■ This might be a perfect time for that Ewok to test out *LEGO Star Wars: The Skywalker Saga*’s expanded class upgrade options.





## A stylized, high-contrast graphic of a face, possibly a mask or a stylized head, rendered in white and grey against a black background. The face has large, hollow eyes and a wide, open mouth. A bright red, four-pointed starburst or spark is positioned in the center of the face, overlapping the eyes and mouth area. The overall style is minimalist and graphic.

AVAILABLE APRIL 19<sup>TH</sup>



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Each character class also has access to a full upgrade tree, allowing you to unlock new gameplay abilities available to all characters within that class. With four different upgrade categories and three stages of unlocks, it's a system that should really allow die-hard players to get the most out of their favorite characters. "For example, one Jedi upgrade is 'Jedi Reflexes,' where each stage of their

upgrade increases the amount of damage inflicted and the range of damage to nearby enemies, or with each Scoundrel upgrade players can add a combat slide to their abilities and increase their distance and damage," Consalvey said. "Every class has something cool to upgrade and, with the size of the game, it deserves a more in-depth system for the players to invest in their favorite

character classes along their journey throughout the galaxy."

As the icing on the cake (the fur on the bantha?), some of these characters are even voiced by actors who've played them in films, like Billy Dee Williams as Lando Calrissian and Tom Kane as Yoda, a role he played in *The Clone Wars*.

"It was an absolute honor to work with so many *Star Wars* legends

■ It'll take forever to clean all of that salt from Crait out of those LEGO builds.







when recording the VO for the game—just being able to attend the recording sessions was a dream come true for a lifelong *Star Wars* nerd like me,” said senior sound designer Duncan Bradshaw. “The VO is made up of all-new voice recordings retelling the *Star Wars* story. Listening to Billy Dee Williams delivering classic *Star Wars* lines, as well as newly written lines expanding on the story, was a career highlight and something I’ll never forget.”

Taken together, all of these upgrades truly make *LEGO Star Wars: The Skywalker Saga* feel like an accomplishment nearly as epic as the movies that inspired it. The team at TT Games is not only summing

up a film franchise more than four decades in the making, but also expressing 17 years of the studio’s own history and expertise. In fact, it’s almost guaranteed that some people who played the early *LEGO Star Wars* games as children will be diving into *The Skywalker Saga* with their own kids—something Consalvey said gives the team special pride.

“We have been very fortunate to be able to create these games for such a long time, so it’s always a great reminder that, yes, this is a possibility now,” he said. “It’s very exciting for everyone here, and we can’t wait for fans of all ages to experience the game together with their own families and friends.”

■ Revisit your favorite *Star Wars* locations in all-new ways, from the Death Star to the Forest Moon of Endor.

It’s almost guaranteed that some people who played the early *LEGO Star Wars* games as children will be diving into *The Skywalker Saga* with their own kids.

## THIS IS THE WAY



Since Warner Bros. and TT Games first announced *LEGO Star Wars: The Skywalker Saga* in early 2019, the *Star Wars* universe has gotten even bigger thanks to Disney+ shows such as *The Mandalorian* and *The Book of Boba Fett*, with even more on the way. Plus, a wealth of material beyond the nine main films remains a part of the *Star Wars* canon: *Solo*, *Rogue One*, *Clone Wars*, *The Bad Batch*.

Just because these stories and characters aren’t part of the *Skywalker Saga* doesn’t mean fans shouldn’t be on the lookout for potential connections in the game, however. “While we don’t have any specific references to scenes from the spin-off shows or movies within the gameplay, *LEGO Star Wars: The Skywalker Saga* has plenty of Easter eggs or subtle nods to the wider *Star Wars* universe that we’re excited for fans to discover for themselves as they explore the galaxy,” said designer and level director Mike Consalvey.

If that’s not enough for you, TT Games has also confirmed that the game will get paid DLC adding playable characters from some of these expanded-universe titles. That includes character packs for *Solo*, *Rogue One*, *The Bad Batch*, and two separate add-ons for *The Mandalorian*. Who doesn’t want to blast baddies as Din Djarin with adorable little Grogu following you around as a companion?



# FORSPOKEN

PARKOURING THROUGH NEW RPG TERRITORY

BY MOLLIE L PATTERSON

For Japanese RPG fans eagerly awaiting more *Final Fantasy*, the teams at Square Enix have been very busy bees. As you hold this issue in your hands (or read it online), *Stranger of Paradise Final Fantasy Origin* is now out on store shelves, and it (hopefully) won't be too much longer until

we get the next major chapter of the franchise, *Final Fantasy XVI*.

At Square Enix's Luminous Productions, however, a very different kind of RPG has also been brewing. Originally revealed as *Project Athia* but now titled *Forspoken*, the game looks set to offer a fresh take on the types of fantasy-filled worlds the

## FACT FILE

PUBLISHER  
SQUARE ENIX  
DEVELOPER  
LUMINOUS  
PRODUCTIONS  
PLATFORMS  
PS5, PC  
RELEASE DATE  
10.11.2022





■ Athia is as beautiful as it is dangerous.

publisher is known for.

Headlining this new adventure is Frey, a young New Yorker who suddenly finds herself whisked away from our normal world to the fantastical lands of Athia (see sidebar “A Whole New World”). *Forspoken*’s creative producer Raio Mitsuno told us that the team “envisioned a strong female lead” for the game, one who could provide it a relatable

hero with “complex, imperfect, and raw emotions.” Finding someone to help portray Frey that way seemed like it wouldn’t be easy—until the team met actor Ella Balinska.

“From the start, she understood the themes and concept of the game and immediately connected with the character,” Mitsuno continued. “Her passion and commitment made us decide to model Frey after Ella, and we’re thrilled to have made that deci-

sion. Her performance brings Frey’s character to life.”

Of course, it wouldn’t be much of an epic journey in a mysterious land if Frey was simply stuck being a regular-old human. Guided by a magical sentient bracelet called “Cuff,” Frey comes to wield a host of amazing powers to aid her in battling the tyrannical Tantas, overcoming a corrupting force known as the Break, and finding a way home.

Guided by a magical sentient bracelet called “Cuff,” Frey comes to wield a host of amazing powers to aid her in battling the tyrannical Tantas.







## A WHOLE NEW WORLD

If you've been a fan of Japanese fiction—especially anime and manga—for any decent length of time, then you may be familiar with the term “isekai.” For those who've never heard the word, *isekai* refers to the genre of fiction where a character is somehow transported from their normal world to another, typically more fantastical or dystopian, alternate world.

Given the wide array of *isekai*-focused stories in Japanese media, and the fact that *Forspoken* is itself such a tale, we wanted to ask the game's creative producer Raio Mitsuno why that narrative concept is so popular.

“When we began this project, we never imagined that *isekai* would become such a recognized term outside of Japan,” Mitsuno exclaimed. “To me, what makes these stories fascinating is in the common ground we share with the protagonist. When you take a character from our world, one with contemporary values, and one who understands the same laws of the universe as we do, it makes everything they experience in the other world that much more relatable and believable. That's the kind of experience we set out to create in *Forspoken*.”



■ *Forspoken*'s battles promise to showcase some seriously impressive spells—not to mention gameplay.

While Square Enix has been no stranger to faster, more action-oriented battle systems as of late, *Forspoken* takes that more modern combat in some interesting new directions. With Frey having no real ability to use standard weapons, fights all play out through her magic, giving players some fresh ways to approach enemy encounters.

“From the very beginning, our goal was to create a magic-focused battle system that eschews the typical weaponry found in most games,” said Mitsuno. “If you want to fight defensively, you can take down enemies from afar with ranged attacks. If you want to fight aggressively, you can get up close and unleash a flurry of melee-type spells. Or if you want to







fight tactically, you can set traps and use decoys to gain the upper hand.”

As exciting as its battles are looking, even more exhilarating may be *Forspoken*’s movement system. The basics of traveling around the world aren’t usually one of the thrilling parts of RPGs—at least until you unlock an airship or perhaps even a regal car fit for a prince—but that certainly won’t be the case here. Frey runs, jumps, and glides through the environment with a sense of speed and grace that would make most other video game protagonists jealous. Mitsuno explained to us that Frey’s technique, magic parkour, aligns with “the core concepts of *Forspoken*,” as it shows off that duality of modern and fantasy elements.

“From a gameplay perspective, we wanted to give players a fluid (and stylish) way to traverse the sprawling landscapes of Athia,” he said. “And



“From the very beginning, our goal was to create a magic-focused battle system that eschews the typical weaponry found in most games.”

**RAJO MITSUNO, CREATIVE PRODUCER**



## *Forspoken* looks to chart new territory in a genre that Square Enix has long navigated.

it's also another way for Frey to demonstrate her strength, independence, and fearlessness as she tackles the mountains, ravines, and crumbling cities Athia has in store."

From its traversal system, to its combat, to its cast of characters, to its storyline, and more, *Forspoken* looks to chart new territory in a genre that Square Enix has long navigated. And yet, at the same time, Mitsuno also wanted to make sure that we—and fans everywhere—know that the game still honors the traditions and legacy of its parent company.

"*Forspoken* is a story-driven action RPG, featuring traditional RPG elements—such

as a variety of gear, a character advancement system, and customization—alongside an open-world experience," he explained. "Our goal was to create a game that has universal appeal, [something that] even non-RPG fans [can] enjoy." 🎮







# THE SHOW 22

大谷翔平



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AVAILABLE 4.5.22



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Users Interact



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preview

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# ADVANCE WARS 1+2: RE-BOOT CAMP

ADVANCED WARFARE

BY MICHAEL GOROFF

When *Advance Wars* debuted on the Game Boy Advance over 20 years ago, fans immediately connected to its cartoony aesthetic and deep strategy gameplay. The series had a decent run, but we haven't seen an *Advance Wars* game since 2008's *Days of Ruin* on the Nintendo DS.

Thankfully, the Orange Star army

is on the march once again. Nintendo is bringing the series back with *Advance Wars 1+2: Re-Boot Camp*, a full remake of the first two *Advance Wars* games in one convenient package.

The most obvious improvements are in the visuals. *Re-Boot Camp* trades in the originals' stylish but dated pixel art for modern 3D models and new 2D animation for

the commanding officers. Of course, developer WayForward (which is best known for the *Shantae* series) hasn't gone overboard with making the new models look super realistic. The artists have still managed to maintain that charming, cartoony look while also taking advantage of what the Switch offers compared to the Game Boy Advance.

## FACT FILE

PUBLISHER  
NINTENDO  
DEVELOPER  
WAYFORWARD  
PLATFORMS  
SWITCH  
RELEASE DATE  
TBA





■ The visuals may be new, but *Advance Wars*' classic strategy gameplay remains as addictive as ever.

Speaking of the commanding officers, *Re-Boot Camp* will now feature fully voice-acted COs, bringing the battles more vibrantly to life. This includes trash-talking enemy COs like Blue Moon's ice-cold Olaf and Yellow Comet's forward-thinking Sonja, as well as COs of Orange Star like Andy, Max, and Sami.

It's not all about presentation, either. As cute as *Advance Wars*'

*Re-Boot Camp* trades in the originals' stylish but dated pixel art for modern 3D models and new 2D animation for the commanding officers.





## FIVE NATIONS, ONE WARS WORLD

The five main armies of Wars World all have different specialties. Here's everything you need to know about them and their commanding officers (COs).

### ORANGE STAR

Orange Star is the player's nation. Orange Star's COs tend to favor offense and head-on attacks over indirect units.

### BLUE MOON

Blue Moon's COs tend to shine when the terrain is a frozen tundra. Indirect fire and quantity over quality are their preferred strategies.

### YELLOW COMET

Play patiently against Yellow Comet's expensive units and make concentrated hits on their weaker defense to get them to overextend.

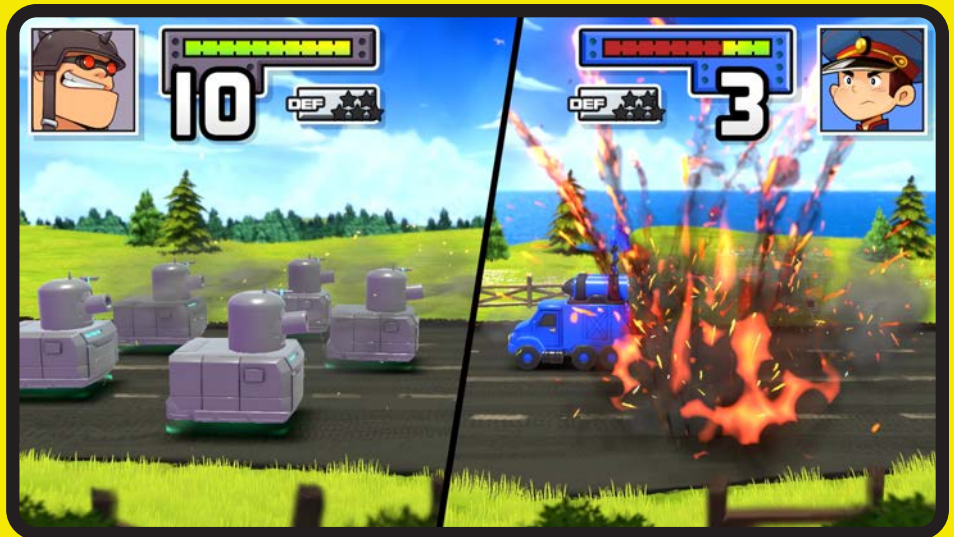
### GREEN EARTH

Green Earth's COs each have a specialty in land, sea, and air. However, that makes them fairly predictable on the battlefield.

### BLACK HOLE

Black Hole's COs are incredibly powerful and cunning, at the cost of their lack of regard for their own troops.

As cute as *Advance Wars'* weapons of mass destruction might look on the outside, these games are tough and require top-notch strategic thinking.



weapons of mass destruction might look on the outside, these games are tough and require top-notch strategic thinking. In that regard, *Re-Boot Camp* is bringing a lot of quality-of-life improvements that will make gameplay a lot smoother and, dare we say, more accessible for newcomers.

One of *Re-Boot Camp's* most-desired improvements is the ability to fast-forward gameplay instead of having to sit through every move. Likewise, you can also reset your turn at any time, making the game that much more forgiving, especially for new players who are still learning the ropes.

In addition to campaigns from both the original *Advance Wars* and

■ He may not look it, but we're sure Olaf is excited about his makeover.







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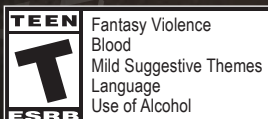
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» Hone your strategy on multi-tiered battlefields «



Game and systems sold separately.  
Nintendo Switch Lite plays all games that support handheld mode.  
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Nintendo







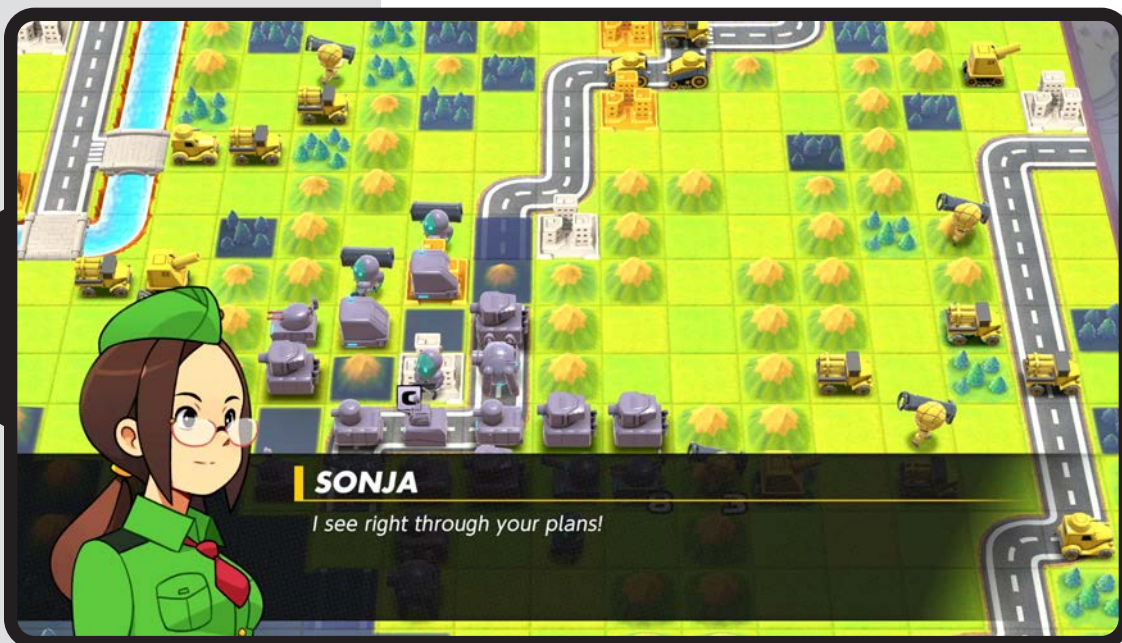
You can take the fight online or play locally against your friends in four-player multiplayer.

*Advance Wars 2: Black Hole Rising, Re-Boot Camp* is bringing two new solo modes to the remake. War Room lets you complete challenges for high scores, while the Design Room lets you build your own custom map. You can also take the fight online or play

locally against your friends in four-player multiplayer.

The celebrated series is poised to make a comeback with *Advance Wars 1+2: Re-Boot Camp*. Now the only question is when we'll be able to play it. ☺

■ The new art style gives all units an almost toy-like quality.







# STAR WARS

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# NINTENDO SWITCH SPORTS

LET THE GAMES BEGIN AGAIN

BY MICHAEL GOROFF

One could make the argument that, outside of the original *Super Mario Bros.*, *Wii Sports* was the most important game that Nintendo ever released. Sure, the Nintendo Wii had some great games, but the console needed an experience that would convince players that an entire console based around motion controls was worth purchasing.

The wide appeal of *Wii Sports* made it the game that did exactly that, eventually helping sell over 100 million Wiis—and possibly saving Nintendo after the GameCube underperformed. Given the Switch's massive success, the recently announced



## FACT FILE

PUBLISHER  
NINTENDO  
DEVELOPER  
NINTENDO  
PLATFORMS  
SWITCH  
RELEASE DATE  
04.29.22





Will it be as fun for everyone, from the most casual gamer to the most hardcore, as its predecessor?

*Nintendo Switch Sports* might not have that much riding on its release, but it does have a certain legacy to maintain.

Namely, will it be as fun for everyone, from the most casual gamer to the most hardcore, as its predecessor?

From what we've seen so far, it's looking pretty darn good. *Nintendo Switch Sports* takes the motion-focused gameplay of *Wii Sports* and *Wii Sports Resort*, brings back three of the series' classic sports, and adds three new ones, with more coming later down the line.





## WIDE WORLD OF SPORTS

*Nintendo Switch Sports* is launching with six different games, including three brand-new additions to the series. Here's what you need to know about each sport.

### BOWLING

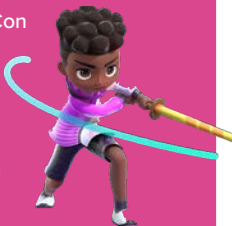
Swing the Joy-Con underhand to roll the ball down the lane. You can twist your wrist slightly to add spin to the ball.

### TENNIS

Time light swings of the Joy-Con to hit either forehand or backhand returns in 1v1 or 2v2 matches.

### CHAMBARA

Hold the Joy-Con in the right direction to block your opponent's attacks and then counterattack to knock them off the platform in 1v1 matches.



### SOCCER

Using double Joy-Cons, players can kick the ball with one Joy-Con swing and perform a diving header by swinging both Joy-Cons in 2v2 matches.

### BADMINTON

Swing left and right to control the direction of your shots and swing overhead for a powerful smash shot in 1v1 or 2v2 matches.



### VOLLEYBALL

Use a combination of directions and swing types to serve, set, bump, and spike the ball in 2v2 matches.

At launch, *Nintendo Switch Sports* includes Bowling, Tennis, and Chambara, as well as three new games in Volleyball, Badminton, and Soccer. If that doesn't offer enough variety, Nintendo plans to add Golf to the game in a fall update, too.

In some ways, *Nintendo Switch Sports* should play even better than *Wii Sports*. Instead of using the Wiimote (obviously), *Nintendo Switch Sports* takes advantage of the enhanced motion controls of the Switch's Joy-Cons. Bowling, Tennis, Badminton, and the rest should all feel more responsive with the Joy-Cons' more advanced gyro technology.

Taking it a step further (literally), shootout mode in Soccer even lets you attach one of the Joy-Cons to

■ Much like in *Ring Fit Adventure*, you can strap a Joy-Con to your leg to get even more into the game.







Bowling, Tennis, Badminton, and the rest should all feel more responsive with the Joy-Cons' more advanced gyro technology.

your leg with the leg strap accessory that's included in the physical edition. That way, you can replicate the feeling of kicking a ball. A summer update will also let players use this control scheme in the full soccer game.

*Nintendo Switch Sports* offers both online and (of course) local multiplayer. You can rise in the ranks of

the online Pro League or compete on the same console against friends in 1v1 or 2v2 match-ups across most of the games.

*Nintendo Switch Sports* is sure to be a hit with both gamers and non-gamers alike when it launches on April 29th. Get it at your local Walmart store or from [Walmart.com](https://www.walmart.com). ©



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87  
100

GAME OF THE MONTH

# HORIZON FORBIDDEN WEST

ALOY GOES WEST

BY JOSH HARMON

If you're a fan of sprawling, lengthy open-world adventures, *Horizon Forbidden West* might be the game you've been waiting for.

As a continuation of 2017's *Horizon Zero Dawn*, *Forbidden West* follows a young woman named Aloy on a quest to save the world from environmental collapse. It's the distant future, where humanity has returned to a tribal, hunter-gatherer lifestyle and robotic animals roam the landscape. (If we fully explained how the world ended up in that state, there wouldn't be any space left to talk about anything else. But you can play the first game to get caught up, or rely on a recap video at the start of this one.)

Aloy's journey takes her across a vast swath of the west coast that includes Las Vegas, San Francisco,

and Zion National Park—all with imaginative post-post-apocalyptic makeovers. It's this world that might be *Forbidden West*'s strongest asset, especially as it's brought to life in the PlayStation 5 version of the game. Stunning lighting and atmospheric effects make exploring the landscape a delight, as you walk from one majestic vista to the next. The artists at developer Guerrilla Games seem to have considered just about every detail large and small, from whips of sand atop a desert dune to awe-inspiring mountains draped in clouds.

Of course, there's a whole lot more to do than simply walk through nature. To complete her quest, Aloy will need to fight threats both human and mechanical in a mix of stealth and open combat. The fights against the

machines are particularly engaging, with dozens of varieties inspired by all sorts of creatures: otters, velociraptors, bats, baboons, plesiosaurs. Since these machines have resources you can harvest to upgrade gear and complete quests, fights aren't just about doing damage: They're also about targeting your shots to knock off individual parts, and learning everything you can about the machine you're facing. For your best chance at success, you'll need to be smart, using the environment and taking advantage of each machine's

**The best showdowns feel like David-versus-Goliath battles that are sure to get your blood pumping.**

## FACT FILE

**PUBLISHER**  
SONY INTERACTIVE  
ENTERTAINMENT  
**DEVELOPER**  
GUERRILLA GAMES  
**PLATFORMS**  
PS5, PS4  
**RELEASE DATE**  
02.18.2022



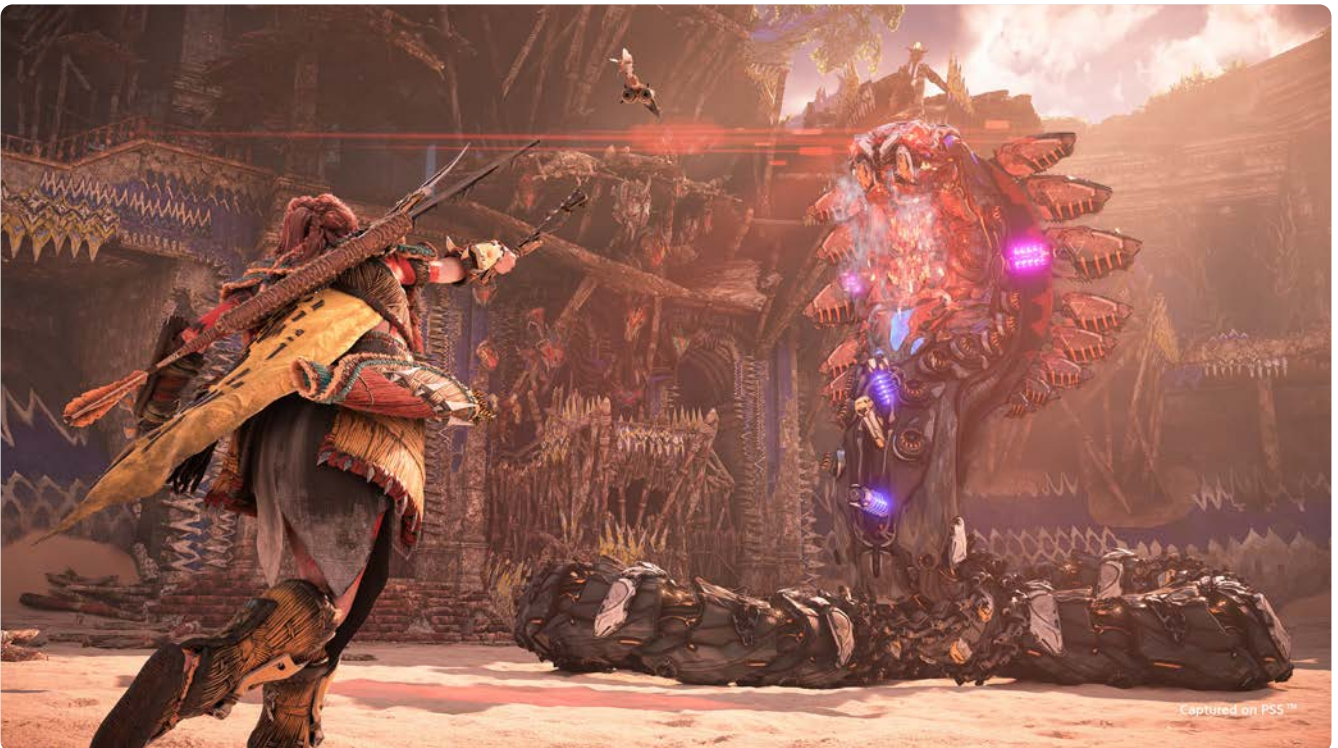


elemental weaknesses by using the right ammo.

The best showdowns feel like David-versus-Goliath battles that are sure to get your blood pumping. Facing off against late-game monsters like the towering Slaughterspine will take everything in your arsenal. There's always Aloy's trusty bow and arrow, sure, but the other low-tech weapons open up new gameplay options, like a disc launcher that lets you save ammo and charge up powerful attacks by catching your shots when they come back to you.

*Forbidden West* also leans into verticality much more than its predecessor, giving Aloy a glider called the Shieldwing, a grappling hook called the Pullcaster, a diving mask to navigate underwater, and—in a much requested addition—the ability to tame a flying machine and ride it through the sky.

Sure, there's a whole sci-fi-filled story to experience full of twists and mysteries to unravel, but it's not quite as good as the first game's. The real joy of *Horizon Forbidden West* comes from navigating and mastering its world with all the toys at your disposal. And on that front, it's an almost 100-hour delight. [G](#)







1 ON 2

**LINDA  
NGUYEN**

**LEAD WRITER**  
UBISOFT MONTRÉAL  
**SCRIPT WRITER**  
RAINBOW SIX EXTRACTION

**CAREER HIGHLIGHTS**  
RAINBOW SIX SIEGE, FAR CRY 5,  
WATCH DOGS 2

**BRUNO  
LALONDE**

**LEAD TECHNICAL DIRECTOR**  
UBISOFT MONTRÉAL  
**PROJECT LEAD PROGRAMMER**  
RAINBOW SIX EXTRACTION

**CAREER HIGHLIGHTS**  
FOR HONOR, ASSASSIN'S CREED  
UNITY

Ubisoft has returned the *Rainbow Six* series to its co-op, PvE roots with *Extraction*. After seven years of perfecting the formula with *Siege*'s top-notch gameplay, Ubisoft has given that game's Operators a new opponent: an alien parasite called the Archæans. We spoke to script writer Linda Nguyen and lead technical director Bruno Lalonde to find out more about *Rainbow Six Extraction*.

**WGC:** *Rainbow Six Extraction* returns the series to its co-op, PvE roots, while introducing a much more fantastical sci-fi theme than the series has ever seen. Why introduce the Archæans to *Rainbow Six*?

**Linda Nguyen:** I'll answer with a question: Why not? It's just fun to be facing off against this new threat in a different environment that's mysterious and strange. And there's so much that we have to learn. We're faced with the unknown, and to have a squad with two buddies and go in and explore, have fun, and learn something about this world while also trying to progress further in the game and see how far you can go—that's what *Extraction* is all about.

**Bruno Lalonde:** You're so right, Linda. And if I can add something to that, this alien threat offers a lot of gameplay opportunities. The wider range of Archæans that we have allows us to create crazier mission objectives and a wide variety of challenges.

**WGC:** Why was three-player co-op the "sweet spot" for *Extraction*?

**BL:** We tested many combinations, and after different tests, we felt that three players in these kinds of close-quarter tactical maps was the golden number for us to create the squad synergy where everyone can bring something to the squad while also needing something from the other two players.

**WGC:** The Buddy Pass system is a cool way for new players to try the game out. Why did you decide to introduce this with *Extraction*?

**BL:** This feature was natural for a three-player co-op game. We know that players want to play with their friends, so the Buddy Pass was a nice bonus to give to players who bought the game to bring two of their friends into the *Extraction* universe. At the same time, another feature that emphasizes the value of the Buddy Pass is that *Extraction* is fully cross-play.

**WGC:** How did you decide which *Siege* Operators would make it into *Extraction*?

**BL:** It was hard and easy. It was easy because we have a huge pool [of characters] from *Siege*, but at some point we had to make a choice. Which ones are more meaningful in PvE? Also, we wanted to create a roster that pleased different playstyles and be sure there's not, you know, all fully offensive operators. Especially in PvE, we wanted to support many gameplay styles and also be able to create really complex situations and intense challenges that require different resources from different Operators.

**WGC:** Will there be any crossover between *Siege* and *Extraction* for players who enjoy both games?

**LN:** We did have a mandate of creating a brand-new game, a different kind of experience from *Siege*, and that's what we tried to deliver to the community and to our players. So *Extraction* is a very different experience, but also taking aspects of *Siege* that worked really well and putting that in a PvE game.

**WGC:** If you were an Operator in *Rainbow Six Extraction*, what would your code-name and gadget be?

**BL:** I would stick with the gamertag that I've had since I was 18 and call myself La Ghoul. I will stick with the theme of the undead and probably have something like regeneration ability to survive for longer.  
**LN:** My name would be Gray Storm. I see myself as a defender—I love [Marvel comic book character] Captain Carter—so I would have some sort of shield for sure. ©

**"We did have a mandate of creating a brand-new game, a different kind of experience from *Siege*, and that's what we tried to deliver to the community and to our players."**

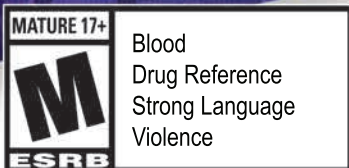
LINDA NGUYEN SCRIPT WRITER, RAINBOW SIX EXTRACTION



# SIFU



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A promotional image for Xbox All Access. It features a large, green and gold Halo Master Chief in the upper right, looking towards the viewer. In the lower left, another Master Chief is shown from behind, firing a red energy weapon at a glowing orange grid structure. The background is a collage of game environments: a snowy mountain range, a blue alien landscape, and a dark, rocky planet surface. A large, stylized 'X' shape is overlaid on the image, with a yellow bar at its base.

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